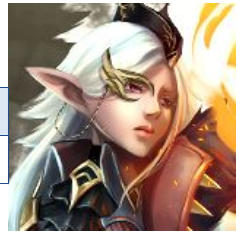
Anari, Erudite Prodigy

· Helian League · Eldfall Chronicles



Size	STA	SPD	OFF	DEF	ACC	INT	AG	T	ARM	HP	M
Medium	2	5	9	9	8	16	12	8	3	2	12

Classes

Enchanter. Enchanters may cast Enchantment-Type Spells on allied models without performing a roll.

Mage. When casting a Spell, a Mage may spend an unspent Activation Point to reroll any number of dice. Mana Counters are a resource that represents mana - the energy required for casting Spells. Mana Counters can be spent to cover the price of Conjuration-type Spells or some other powerful Spells. When in the Active role, a Mage can convert any number of its Activation Points into the corresponding number of Mana Counters (replace Activation Points with Mana Counters) and place them in their personal pool. Mana counters are cumulative and do not disappear at the end of the turn!

Traits

Affinity (Fire, Water). A model with this Trait can cast (Fire, Water) Spells. (For example: Fire, Water = fire, water, profane, etc.)

Strategist. This model can use two Stratagems of different names in its Strategic Phase.

Skills

Foresight. When this model becomes the target of an Attack in the Reactive Role and did not declare a Reaction during the Reaction Step, it may instead declare a Reaction during the Action Step of the Activation Sequence, after the Active model has declared its Action.

Inventory

— no inventory. Relies on spells / class abilities.

Glossary

BURN (X). When a model suffers at least one Wound with this Trait, the attacking player may perform an X amount of Damage Rolls with ARM value 0. Every successful Damage Roll causes the model to suffer a Wound. If this wound causes a model to become Dead (State), the model is removed from the field.

Bleeding. A model in this state must perform a Toughness roll in its every Strategic phase. A failed roll causes the model to suffer a Wound.

Chain Attack. Once per Activation Sequence, if an allied model scores a Hit against an enemy within this model's LoS, this model may perform an unmodified STK 1 Attack against that enemy (before DMG rolls). If there are multiple targets, choose one. This Skill is not an Activation or Reaction and does not consume AP. It ignores "(Ranged) Friendly Fire". Hits generated from Chain Attack cannot generate further Chain Attacks.

Crippled. A model in this state has halved Speed and Agility.

Frostbite. If a model suffers at least one Wound with this Trait, it must perform a single T roll, regardless of the number of Hits. A failed roll causes the model to suffer another Wound.

Ignore Armor. A Hit with this Trait reduces the target's ARM to 0 for the duration of the Damage roll.

Immobilized. A model in this state cannot perform any Movement,Special Movement or Special Action. This state can be canceled with a successful Dodge, which may be performed either with Agility or Toughness. When it declares Dodge, it cannot move or enter/cancel the Crouched state, unless it performs a successful Dodge.

Knockback (X). A model Hit with this Trait is moved from the point where its Movement ended during the Movement step. It is moved for X inches away from the attacker at the end of the Resolution step (exact direction is the attacker's choosing). This Trait does not affect models two or more Sizes larger than the attacker.

Poisoned. A model in this state must perform a Toughness roll with a -6 modifier in its every Strategic phase. A failed roll causes the model to suffer a Wound.

Slowed. A model in this state has halved SPD.

Stagger. A model that suffers a Hit with this Trait loses 1 Activation Point (until the end of the turn). This Trait does not affect models two or more Sizes larger than the attacker.

Sweep. On a successful Attack roll, all models within this model's LoS and Melee Reach suffer a Hit.

Targetless. When in the Active role, an Attack with this Trait does not require a model as a target. Instead, the target can be any surface on the field. If the Spell has both Casting Aura and AoE Reach, and the target is a flat surface/ground, then the template must be placed wholly within the Casting Aura.

Weakened. A model in this state has halved Toughness, and -1 Stamina.

Spellcrafts — Art of Enchanting (Level III)

Spell	Lvl	Element	Type	PW	RCH	STK	Effect
Burning Touch	I	Fire	Spell, Enchantment / Melee/Ranged	✭	16	1	Target gains: Sweep I; Burn 1. This enchanted model may declare Assist Action and remove Bleeding State from an allied model in Base Contact.
Melting Touch	II	Fire	Spell, Enchantment / Ranged	*	16	1	Target gains: Ignore Armor; Burn 1.
Flameskin	III	Fire	Spell, Enchantment / Ranged	*	16	1	A model that attacks the enchanted model and is within 1" suffers a hit with Power (PW) 10 and the Burn (1) trait. If this hit wounds the attacker, this Enchantment is removed.
Cutting Chill	I	Water	Spell, Enchantment / Ranged	*	16	1	Enchanted model's Melee Attacks gain +2 PW. When the enchanted model hits a target with a Melee Attack, the target becomes Immobilized State.
Mirror Bubble	II	Water	Spell, Enchantment / Ranged	*	10	1	When the enchanted model suffers a Hit from a Melee Attack, the attacker must perform an AG roll. If it fails, the attacker suffers a STK 1 Hit with PW equal to its own Attack. Afterwards, this Enchantment is removed.
Ice Shield	III	Water	Spell, Enchantment / Ranged	—	16	1	When performing a DMG roll against the enchanted model, the attacker must first perform a DMG roll against ARM 5. If successful, the attacker must then make another roll against the enchanted model's default ARM, but with PW-3.

Spellcrafts — Cryomancy (Level III)

Spell	Lvl	Element	Type	PW	RCH	STK	Effect
Cure	I	Water	Spell, Healing / Ranged	—	16	1	Removes Bleeding, Crippled, Poisoned, and Weakened States from the target.
Ice Spikes	I	Water	Spell, Sorcery / Ranged	11	16	3	Target becomes Slowed State on Hit, until the caster's next Strategic Phase.
Frost	II	Water	Spell, Sorcery / Ranged	11	AOE: Spray S	1	The target becomes Immobilized on Hit until the caster's next Strategic Phase.
Water Lash	II	Water	Spell, Sorcery / Melee/Ranged	8	16	STA	Knockback 2 (applied to all sizes except Colossal and Epic).
Deep Freeze	III	Water	Spell, Enchantment / Melee/Ranged	—	10	1	[Mana Cost: 1] While enchanted, the model suffers -3 ARM mod, and cannot declare Movements or Actions other than Idle and Nothing. Attacks against the model have Advantage. At the beginning of the next Strategic Phase (any), the enchanted model may perform a T roll. On a successful roll, the Enchantment is removed. During its Active Role, the enchanted model may declare Assist targeting itself and perform a T roll. On a successful roll, the Enchantment is removed.
Glacier Circle	III	Water	Spell, Sorcery / Ranged	13	Casting Aura, AOE: Circular L	1	Frostbite, Targetless By spending 1 Mana, the caster may increase the STK of this Spell by 1. Enemy models within the AoE become Slowed on Hit. Areas within the AoE become Difficult and Dangerous Environments until the caster's next Strategic Phase.

Stratagems

Active Support (Authority) — Up to two models may become enchanted with one of the Enchantment Spells available to the Leader.

Talented Command (Authority) — Target model gains Chain Attack.

Weavers Aura (Authority) — Spell attacks cast by allies gain +2 PW.

Cost: 28 Limit: 1